

LIFE OF MONTY

#9

MAY

1981

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YOUR SUB ENDS WITH # —
OR YOU TRADE
OR THIS IS A SPARE / COMPLEMENTARY COPY

IT'S time for LIFE OF MONTY #9, isn't it? Because it's issue #9, it's time for yet another change in format. Beginning with this issue, the games (Diplomacy, Third Reich, Kingmaker, Source of the Nile, Empires of the Middle Ages) will be run as inserts to the 'zine. All players will receive their game only; anyone not in a game is out of luck. HOWEVER, if there is a game you don't want to miss out on, just drop me a note telling me which game(s) you want included in your copy and I'll see what I can do. (Note that postage costs may prevent me from sending all the games that you want to see.)

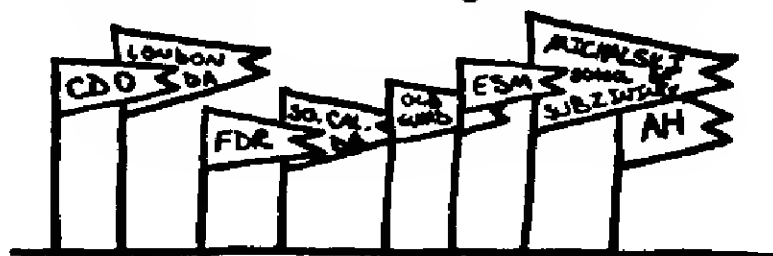
IT'S time for an editorial - FREEZE! DON'T turn the page. This is of such importance that I had to put in a new ribbon. Much better. Now, where was I? Let's see....(flip flip flip read read) Oh yes, here it is. As the West Coast High Command of the Endwellian Society of Mediocrity, I have to tell all of you out there the story of Julie Glass. It seems that Dick Martin of RETALIATION won't let her play in his VACATION DIP game; he "wouldn't feel comfortable" since she's been the "silent co-editor" for the past six months. Here's what she recommends you do: call him up in the middle of the night ((it won't work - he calls others up at that time)), send him threatening letters, bombard Dick with press about Julie, and threaten to kick Dick out of the hobby ((obviously, Julie doesn't understand the consequences of what she just said)). I know what I can do -- hey BRUX, I know you're reading this; leave some space open in the next VOICE OF DOOM for "the dungeon". You thought I could say some nasty things about Perlmutter in RETAL #16- wait for this one! (Nothing personal, Dick, but as a member of the ESM, I have no choice. You'll note that I never called you Crud once. V for Mediocrity - that shows you how mediocre we are at spelling.)

~~HE-TRANSGRESSED-THE-BOUNDS-OF-THE-ESM-AND-HE'LL-HAVE-TO-PAY-THE-PRICE-FOR-IT-NOW---~~

"I'm Sue Martin, from Rockville, MD.....John Daly, from Rockwell, NC.... Dick Martin, and by some strange coincidence, I'm from Rockville, MD.... Jack Brawner, from St. Petersburg, FL.....that's the team from the FDR HOME FOR ORPHANS!"

"Nick Russon, from Mississauga, Ontario....Randolph Smyth, from Medicine Hat, Alberta.....John Leeder, from Calgary, Alberta.....Francois Cuerrier, from Ottawa, Ontario.....and that's the team from the CANADIAN DIPLOMACY ORGANIZATION (not to be confused with the real CDO)!"

(Whistle blast & usual music) "It's time to match stabs with the champions in America's favorite game with wooden blocks, the varsity sport of the mouth,



DIP BOWL

The ninth game of the World Championship Tournament comes almost LIVE from the campus of the University of California, Berkeley.....

Can FDR strike again - or will a certain ESM member blow it? Will it affect his upcoming marriage? Does he even care about this game?....

(Let's get right to the action)....Midway through the second half, CDO is holding to a slim lead with 190 to FDR's 180. The next bonus is worth 30 points, here's the tossup: one of the playtesters for SPI's AMERICAN CIVIL WAR was himself a slave of sorts. For 10 points, what did I mean by that WITHOUT mentioning names?"

(RRRRRING) "FDR, S. Martin"...."He attended Slippery Rock College?"

"No, but you're close...CDO?"

(BUZZZZ) "CDO, Cuerrier"...."He was a POW in Vietnam"

"Sorry, he was a hostage in Iran." (Moans can be heard among the players) "No points on that one. Here's another tossup: for 10 points, what game is being played on the paperback cover of Dunnigan--"

(RRRRRING) "FDR, D. Martin"...."Terrible Swift Sword"

"You would get that one. That ties things up, and here's the 30 point bonus: it's worth 30 points for being right on the nose and 5 off for each issue you're away down to zero. In what issue of S&T did the game SCRIMMAGE appear?"

(Talking among the players, then Dick answers) "42"

"No, 37, but you do get 5 points. 42 was THE EAST IS RED. The next bonus is worth 20 points, here's the tossup: Add the length in inches of a standard SPI map to its width in inches, then add how wide a hex is in sixteenths of an inch on the WAR BETWEEN THE STATES map and--"

(BUZZZZ) "CDO, Russon"...."64"

"Right, 34 by 32 plus 10. Here's the bonus: this game has yet to have been mentioned in DIP BOWL because of its total difference from the game. However, there are some people who play both. For 10 points each, who were the two men who thought up DUNGEONS AND DRAGONS?" (Crowd boos) (More talking) "Gygax and Arneson"

"That's good for 20 points. The next bonus is good for 20 points, here's the tossup: Timmy the Zap--"

(RRRRRING) "FDR, Daly"...."TIMETRIPPER"

"5 point penalty for that wrong answer (he interrupted the question and missed), here's the question for CDO: Timmy the Zap is in TIMETRIPPER, but how many different monster counters can represent THE CREATURE THAT ATE SHEBOYGAN?" (Pause) "Time...Six. Here's another tossup: how many issues of RETALIATION were actually titled GRAB--"

(RRRRRING) "FDR, D. Martin"...."None, of course"

"That's right, and this 20 point bonus will tie it up. For 20 points, in GLOBAL WAR, how many industrial hexes do the US and the USSR have between them?"

(Gab gab) "21"

"10 for the USSR, 11 for the US, and the score is tied with seconds left. Here's the tossup: name the only color on Rubik's Cube not on any Dip--"

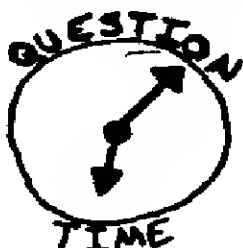
(BUZZZZ) "CDO, Leeder"...."ORANGE!" (TWEEEEET)

"Was it in time? It WAS!"

Dick Martin gets up, shouting "WHAT?"

"Anyway," as Martin is dragged off the stage, "the final score is 220 for the FDR Orphan Home to 230 for the Canadian Diplomacy Organization. CDO is the winner! CDO, you move into the semi-finals. Your next opponent will be the winner of next month's game between the Old Guard and the Southern California Diplomacy Association." (Closing music)

-NEXT-MONTH-JOHN-BOARDMAN-AND-ALLAN-CALHAMER-AGAINST-JACK-MASTERS-AND-JANE-FROSKIN-



Brad Wilson asks a couple: What are your political views?

***** I'm Conservative and proud of it. Oh, you Californians out there like me, don't wait until late if you want to vote - I voted at 7:15 AM for Reagan.

Is it true everyone in California is a Jack Masters pseudonym?

***** Everyone in SOUTHERN California is. NORTHERN Californians are Dave Grabar pseudonyms, most likely.

Well, that's one ESM member out of the running... in 2 months, ESM meets AH....

ONCE AGAIN,
YES.

THE PLUGS

COME INTO YOUR
ARE HERE....

Let's hear it for this month's 'ZINE OF THE MONTH....the one and only (actually, it's #2) PEEK, brought to us every month by Jane Proskin. HOWEVER, in order to be eligible for the next issue, you've got to send 36¢ worth of stamps to the following: OCCUPANT, P.O. BOX 6824, BURBANK, CA 91510. Note that the following people have blown said opportunity to receive any more issues: FOR NOT PLUGGING IT IN THEIR 'ZINES - let's hear a nice big TOO BAD for ~~Steve Shaddix (THE WHITE DUKE)~~, Steve McLendon (DRAGON AND THE LAMB), Bernie Oaklyn (LE FRONT....), Jim Bumpas (LIBERTERREAN), Richard Kovalick (TETRACUSPID), Marion Bates (PLAGUE TIMES), Bob Arnett (VOLKERWANDERUNG), Bruce Schneider (INVASION), and possibly Andy Lischett (CHEESECAKE). Not that these 'zines aren't any good - VOLKER is one of the best - but they just don't recognize talent when they see it. Also, FOR PERSONALLY TELLING ME THAT "JACK MASTERS DOES 'PEEK'", Jane has turned her back on CLARK RENOYDS. The guy wins one game of NUCLEAR WAR and thinks he can get away with anything! ALSO, 33 names, including John Daly, Bob Osuch, and Rod Walker, made Jane's BLACK LIST and can forget about this 'zine. (I refer to PEEK, not LOM)

For those of you that are still eligible, let me tell you about this one. PEEK, subtitled "a(nother) close look at postal Diplomacy", is done by the aforementioned Jane Proskin, and contains, among other things (#2 had a list of things said about #1, a story about Al Pearson, and a couple of plugs for Hobby Mascot), the PET OF THE MONTH, which includes a picture of Jane posing with her pet (WOW----). One thing bothers me, though: why did Jane change from blonde to brunette all of a sudden? (Let me put it this way: who cares??)

Now that that's that, here's another plug....Jack Masters (25711 N. Vista Fairways Drive, Valencia, CA 91355) has announced the opening of nominations for DIPLOMACY HOBBY QUEEN. Anyone can be nominated (it's gotta be a woman), from Queen Victoria to Kathy Byrne to Phyllis Byrne to Jane Proskin to Peggy Gemignani (you can always tell a Diplomacy 'zine from a role-playing one because Dip says "Peggy Gemignani" and RP says "Margaret"). You CAN'T nominate Marion Bates. Nominations must be published in a North American 'zine before May 15. The next LOM is on May 10, so anybody wishing to nominate somebody through me should send me a short speech and/or a photograph of the nominee.

THE CHAMBER....yet another new 'zine, this one's by David Manual, 10318 Oakgate, Bellflower, CA 90706. Subs are \$4.50 for 10, and the first three games are free (i.e. HIS first 3 games, NOT the first 3 you want to enter). There are a few comments I'd like to make about his house rules, though: he doesn't allow phoned in orders the last 24 hours or so before the deadline, which cuts down on last-second negotiation, and a concession need only be agreed upon by a SIMPLE MAJORITY of the players. This last one is nuts! In my opinion, a concession isn't fair unless ALL of the surviving players vote for it.

CHANGES-OF-ADDRESS-NO-1'M-NOT-MOVING-YET-WAIT-ANOTHER-MONTH-OR-SO-BEFORE-THAT-ONE--

JOHN CARUSO and KATHY BYRNE are BOTH moving to 160-02 43rd AVENUE, SECOND FLOOR, FLUSHING, NY 11358. Make sure you put Second Floor on the address; it's just as important as 208 Priestley Hall on my address (just putting 2400 Durant Avenue #208 isn't good (#208P is OK, though) because it might go to 208 Spens-Black, 208 Norton, or 208 Ids Sproul, insofar as all four dorms are at 2400 Durant.) OK?

Steve Shaddix had a small plug for PEEK in THE WHITE DUKE #3 - it took me a month or so to find it....will he ever see PEEK #3?

Speaking of addresses, as of JUNE 1, my address will be: 142 Eliseo Drive, Greenbrae, CA 94904.

Diplomacy Conference map, and little pins in the seven colors (with little dots to represent fleets). Occasionally, one or two of the pins would just HAPPEN to be in the wrong place.

ANYWAY, things started off with Vince, Tim and myself in a hotly contested game of Nuclear War. Not wanting to insult our guest, I attacked Vince right off. I'll never figure out how he won. Could it have been that 50M warhead hitting that nuclear stockpile? Well, we talked Dennis and Brent into joining ~~us~~ for a game, and it ended in a real blast - all five of us were wiped out through final strikes.

We decided to move into Cosmic Encounter, what with me, Vince, Tim, Brent, and Arie available; we were, respectively, the aura, judge, trader, philanthropist, and demon. After lots of complaints (the aura forces all of the players except for me to show their hands at all times except in combat), Brent handed Arie a 30 card to share in a win. I decided to spice things up for game 2, with me, Brent, Arie, and Joe, as well as the five expansion kits, by giving everybody 2 powers. I held the clone and silencer, but Brent's filch negated my clone power whenever I attacked him, and he ended up winning.

Later that night, Kingmaker was the game, with Vince replacing Arie. (It seems Arie had had one too many gimlets that day....) After lots of fighting and twists of fate (the Archbishop of York went first - to the draw of a Plague York card), I ended up winning by parliamentary vote (mainly because it was my minicon).

The final game was C.E. (yes, there wasn't any Diplomacy), with me, Joe, Arie, Brent, and Julie. Again, 2 powers for all. I had the mutant and the seeker; what with a well-placed flare card, I managed to force 2 new power draws, drawing the void and then the laser. Arie, who had the assassin, wrack, changeling, magnet, and vulch (2 at a time), squeaked out a victory.

STANTINOPLE-CON 1 $\frac{1}{2}$ took place on March 26 (#1 was March 7-8), with Clark Renyolds joining a few of us (including Vince, the only winner, of DUNE when one player vacated a stronghold - Vince's third - to enter a battle) for a round of DUNE and one of NUCLEAR WAR. Clark ~~got lucky and~~ won the NUCLEAR WAR game; I got wiped out, insofar as I had the Supergerm and the Earthquake secret cards and quickly gained two enemies.

One question: Dave Grabar, where were you? You never saw my color Nuclear Holocaust board with Acetate cover so it could be written on.

THERE WERE A FEW PEOPLE THAT TOOK ADVANTAGE OF THE FAVORITE ZINE POLL DISCOUNT-----

Well, let's see who joined up.... Dick Mertin named Murd'ring Ministers, Mark Lew named Retaliation, John Michalski named Black Frog (good choice), Ben Schilling named Brutus Bulletin, but Voice of Doom got Jeff Noto and Richard Carlson as voters.... 1 out of every 3 new subbers prefer VOICE OF DOOM to any other 'zine, huh? I wonder how it stands to do in the....

RUNESTONE/LEADER POLL.... It's that time of the year again - time to vote for the best 'zine and GM of 1980. You can vote for any 'zines and GMs in existence at the end of 1980 (or the beginning of 1980 or anywhere in between) - that means you can vote for LOM but not for me as my game started in 1981. Rate each 'zine and GM you're familiar with from zero to ten. Only North American 'zines and GMs are allowed to be voted for. Send your votes to: Leader Poll, 121 19th Avenue NE, Calgary, Alberta T2E 1N9 CANADA. Believe it or not, this is NOT the first such announcement- John Caruso struck first. (He remembers my November Christmas issue.)

Let me ask you: who cares about what happened at STANTINOPLE-CON?

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GAME**OPENINGS**

Well, another 2 games filled up. That lowers the number of games open, but that hasn't stopped me before, now has it? Let's see what's open this time:

DIPLOMACY #2.....7 players. Signed up: Carter, Noto, Sherwood, Wilson.

TEXTBOOK DIPLOMACY....7 players. Must be enrolled in some college to be in this one. Signed up: P. Overby (Community Coll./Air Force), Wilson (Princeton), Harger (?).

SECOND CHANCE DIPLOMACY.....7 players. Regular Dip with a few twists: each player sends in 2 sets of orders; any orders that fail when the first sets are compared are replaced by the order given to that unit in the second set; also, Switz. is a playable SC. *Signed up: Carter.*

CRESCENDO OF DOOM.....DROPPED! Sorry about that, N.F. (Wallace).

SUBMARINE.....2 or 4 players. Special DY0-modified scenario.

SOURCE OF THE NILE....Just because it's started doesn't mean you can't enter. Do you honestly think that those guys can fill all of those hexes by themselves? After all, Game II is being used.

SWORD AND THE STARS...This one's due out any minute now. As soon as it does, there's going to be a game opening. I'll probably use a system based on Boardman's PBM EMPIRES system.

DAWN OF THE DEAD.....As soon as this one's out, look for a PBM game right here. This one looks like a winner, like THE CREATURE THAT ATE SHEBOYGAM.

A STUDENT'S BEST FRIEND

XENOLOGIC.....I've heard a few rumors about Larry Peery and the IDS not coming up with the goods in past times - well, XENOLOGIC #1 is out on schedule. I kind of expect more than 28 digest-sized pages of standard type paper for \$1 a shot, though. Issue #1 contains the results of the IDS-QOP poll, an article about the original XENOLOGIC back in 1966, a bit on "Diplomacy music", and an interview by Barbara Wawa (I think he meant Baba Wawa). Game fee is \$15, which includes sub; there is a \$5 pre-registration fee which pays for the issues prior to the game start and, if any money is left, can be put toward the \$15 fee. It appears as if the moves are 3 months apart, which seems a bit long between moves. The address is IDS, Box 8416, San Diego, CA 92102. HOWEVER, I'd wait until #2 comes out before making any long-term plans.

~~WANT-AD-FOR-SALE-TO-BUY-TO-SELL-TO-TRADE-FREE-ADS-AVAILABLE-HERE-JUST-ASK-HERE----~~

Since nobody placed any ads, I will: I'm looking for S&T issues 1-33, 51-53, 55, 57, and 60, and MOVES issues 1-44 and 46. I'm not looking for the games, just the magazines themselves. Name your price, and send it in to me. First reasonable offers will be accepted (by reasonable, I mean CHEAP).

I forgot about my THIRD REICH opening! 4 players, 1942 scenario.

Signed up: Pack.

Also, I might open a game of A MIGHTY FORTRESS, if there's enough interest in it

NO, a student's best friend is NOT the 'zine XENOLOGIC!

EMPIRES OF THE MIDDLE AGES.....Let's meet the rulers:

John Boardman, 234 East 19th Street, Brooklyn, NY 11226
Dick Hanson, 4718 Northwood Street, Duluth, MN 55804
Lee McConnell, 6811 Sharon Court, Columbus, OH 43229
Bob Olsen, 9100 E. Harry, Apt. 211, Wichita, KS 67207
Larry Reagan, 1487 Ashwood Drive, Martinez, CA 94553

The scenario to be played, insofar as there are five players, is Millenium. The five empires are the German empire, France, Burgundy, Denmark, and Poland. Each of you should send me a list of these empires in order of playing preference by May 5. If you don't, your empire will be determined at random after the others have their choices. The house rules for EMPIRES are in this issue.

SOURCE OF THE NILE.....Here are the first explorers, more to follow:

Maurice Benovsky (Marty Baker, 503 Baker Court, Richmond, KY 40475)
Rock Hunter (Lee McConnell, 6811 Sharon Court, Columbus, OH 43229)
Bungalow Bill (Keith Sherwood, 4332 Sycamore, Los Alamos, NM 87544)
John Smedley-White (Robert Wyatt, 1645 S. Marion #201B, Springfield, MO 65807)

Here are the occupations and donations:

Benovsky - Doctor, \$1100 and a ticket to Zanzibar
Hunter - Geologist, \$550 and tickets to Benguela and Kilwa
Bungalow - Geologist, \$900 and a ticket to Luanda
Smedley-White - Journalist, \$1000 and a ticket anywhere

Robert (Wyatt) should mail in his port of origin and his opening setup and orders (your character starts in Africa). The other players should send in either (a) his intention to stay in Europe or (b) his opening port of origin, starting setup and orders. Note that "port of origin" is the African port where the explorer's party lands. The "starting setup" is the explorer and his askaris, bearers, weapons, supplies, gifts, canoes, etc. The deadline is May 5. Anybody that NMRs while their explorer is in Europe does NOT lose any money "in the bank" but can't receive another donation until he tells me about it. (All of you have the house rules from last issue.)

PRESS: Multitudes of well-wishers showed up at the Liverpool dock where that intrepid explorer Bungalow Bill was setting sail for Africa. As his ship was pulling away, beautiful young girls tossed flowers on his ship and threw kisses at him.

And then the alarm went off and woke Keith up.

THERE'S ONE IN EVERY CROWD ^

NEXT MONTH, I'll think of something to replace the old HOLY GRAIL thing, another first round DIP BOWL match (OLD GUARD vs. SOUTHERN CALIFORNIA), the games (of course), the news about 1980G, formerly of Tony Watson's RURITANIA, which is coming here soon, and some more filler-on-a-large-scale. Someday I'll get a schedule without an 8 a.m. class, or even a schedule without a class on Friday.

COMING ATTRACTIONS:

6/81 - Big DIP BOWL match

7/81 - How to get to ORIGINS

8/81 - What happened at ORIGINS

9/81 - DIPLOMACY HOLIDAY & FIRST

ANNIVERSARY

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ISSUE

DIPLOMACY SOLLE.....GM GOOD FOR 1% MISTAKES LAST TIME

COPS....I really blew it last time. Apparently, I asked for Winter and Spring orders, completely forgetting about my house rule which says that Winter 1901 is always separated. Some of you sent in Spring orders anyway. From what I see, the Winter builds would've held despite what the Spring outcome was, so I'll use these Winter orders and let you send in another set of Spring orders IF YOU WANT TO. You CAN use the Spring orders I have from you already (this applies to LaBeau, Daly, Grabar, and Caruso). This leaves Stafford, Bates, and Henricks without Spring orders.

WINTER 1901 BUILDS.....

AUSTRIA (Henricks): Build A VIE, A TRI; has F GRE, A SER, A BUD

ENGLAND (Bates): Build F EDI; has F ENG, F ETH, A MEY

FRANCE (Stafford): Build F BRE, F MAR; has A POR, A SPA, F MAO

GERMANY (Caruso): Build A MUN, A BER, F KIE; has F DEN, A BEL, A HOL

ITALY (Daly): Build F NAP; has A VEN, A TUN, F ION

RUSSIA (Grabar): Build A WAR, A STP; has F SWE, A GAL, A RUM, F SEV

TURKEY (LaBeau): Build F SMY; has A BUL, F CON, A ANK

In answer to the "tentative order" problem of last time, I'm installing a new house rule in true Dick Martin fashion: You may send in "tentative" orders for upcoming seasons not immediately being called for; however, EACH SEASON MUST BE ON A SEPARATE SHEET OF PAPER OR A SEPARATE POSTCARD, OTHERWISE YOU RUN THE CHANCE OF HAVING THAT ORDER MISPLACED!

Deadline for SPRING 1902 is May 5, 1981. (Note that the above new HR does NOT apply to combined Winter/Spring seasons; also, if you happened to put Winter 1901/Spring 1902 on the same sheet, you get away with it.) The only press dealt with my mistakes of last time & there was one other bit besides the complaints which will be put in the next issue's press.

~~-I-HAVE-A-FEELING-A-FEW-PEOPLE-ARE-GOING-TO-SCREAM-WHEN-I-GIVE-THIS-ANNOUNCEMENT--~~

THIRD REICH #1.....ANOTHER DELAY! ITALY NMRs! It seems apparent that Dick Martin doesn't want to be in this game. Will John Pack, 240 Kimberly Lane, Los Alamos, NM 87544 send in Fall 1939 orders for Italy? (THIRD REICH house rules are enclosed for John, as well as the initial setups.)

~~-OKAY-YOU-CAN-STOP-SCREAMING-HERE'S-A-LITTLE-BIT-OF-FILLER-TO-PASS-THE-TIME-AWAY--~~

APRIL FOOL?....Seems that whoever put out Volume 2, Number 39 of BLACK FROG (it looks real enough) claimed that John Boardman asked out of my SOURCE OF THE NILE game, as well as claiming that I no longer receive GRAUSTARK. Guess what? BOTH of these comments are absolutely TRUE! (Right about now, Masters does a double-take.) Yes, I don't subscribe to GRAUSTARK, and Boardman decided he'd rather play in my EMPIRES OF THE MIDDLE AGES game. How do you do it, Jack?

BLUEBERRY WHIP.....in PEEK #2, there was a story about how Al Pearson sold "Blueberry Whip" while nobody else in the nation could. It seemed that BW cans had Nitrus Oxide propellant, and Nitrus Oxide (aka Laughing Gas) can give a person a rather good high. I wonder if it's a coincidence that Nitrus Oxide's discoverer's name is Priestley (as in ____ Hall #208, if you know what I mean).....

No wonder Berkeley is so radical....
Could it be the "Blueberry Whip
Syndrome"?

Mark Lew, 3120 W. 79th Avenue, Anchorage, AK 99502
Mike LaBeau, 930 E. Central Avenue, Apt. C, Redlands, CA 92373
Larry Reagan, 1487 Ashwood Drive, Martinez, CA 94553
Steve Shaddix, 5486 Butano Way, Rocklin, CA 95677
Keith Sherwood, 4332 Sycamore, Los Alamos, NM 87544
Robert Wyatt, 1645 S. Marion #201B, Springfield, MO 65807

GALES AT SEA - All ships at sea, and all passengers, are lost. The ship cards go to the crown deck. Ships in port not affected. **IMPORTANT:** Contrary to what **THE GENERAL** says, if one of the Warden's or Admiral's ships goes down, it is returned to the point of origin (replaced) only when the office changes factions OR when a Parliament meets and a majority of the Commons votes agree to replace the ship. (2 of these will be added to the event deck.)

CATASTROPHE - All strengths due to offices, titles, and bishoprics (this means EVERYBODY regardless of who draws the card) are ignored for the length of time on the card. (1 card for 1 turn, 1 for 2.)

Here's an additional rule: COMBAT AT SEA - When two ships meet in the same sea square or try to exchange squares much in the same way as nobles before land combat, sea combat occurs. The strength of a ship is its capacity; anybody on board is NOT included. A ship can't be sunk, but a captured ship has its passengers captured also. Because of this, ships must be designated belligerent or neutral (see PBM rules).

Faction names and initial setups are due by April 5. Don't forget the press, too. (If you do write press, it must be datelined from your home town or from a city that one of your nobles occupies or that you control.)

If you read the filler on page 9 and don't believe it's the same guy, keep in mind there's an Aerosol Research Laboratory at UC Berkeley. Al Pearson, eat your ~~Heart/sx~~ Blueberry Whip!

THE FIRST ANNIVERSARY ISSUE of LOM

will come out sometime in August - articles would be appreciated! (This issue may be combined with the 8/81 issue, due to the holiday)

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10 LIFE OF MONTY 5/81

LIFE OF MONTY HOUSE RULES FOR POSTAL EMPIRES OF THE MIDDLE AGES

1. Unless otherwise stated, the rules of EMPIRES OF THE MIDDLE AGES plus any errata to said ~~game~~ ^{game} will be used.
2. The scenario to be played is chosen either by player request or by GM selection, taking into account the number playing. Empires not played are considered Independent Areas as per 4.0.
3. The first round begins as the GM executes Phases 1 through 5 and determines whether or not Schlism is in effect. Players should have sent to the GM conditional orders for a Parley, should one be required by the execution of these phases. 5 year cards are dealt out to each player; the GM makes a note of their numbers and order. He also carries out Raider and Magnate activities, and executes Defenses against them if players have provided orders saying so.
4. When the results of the Raider/Magnate activities are mailed, each player is dealt an Event card. If it is not a holding card, the results are applied and announced immediately. If it IS a holding card, only the player drawing it will know what it is.
5. After receiving the mailing of rule 4 of these rules, each player shall send in a minimum of 5 Endeavor orders in any combination of Conquest, Ruling, Pillage, Fortification, and Diplomacy. Also, one Defense endeavor will serve for all attacks by players, Raiders, or Magnates until the next set of Endeavor orders are due. Defense cards may not be augmented by gold as per 13.11. Each Defense Endeavor must be paid for separately; if there's no money in the treasury, the Defense is not made. At this time, players should send instructions regarding Colonization and conditional votes about Parleys that may come up.
6. Taxes are collected after Endeavors are adjudicated. Tax collection orders should be sent with Endeavor orders, indicating which areas are to be taxed and by how much. An area may not be taxed unless it belongs to the taxing player after Endeavors.
7. Endeavors are simultaneous. Fortifications take effect the round after they are built. Social States and other determinatives for Effectiveness Ratings are calculated as of the beginning of the player-turns as far as Endeavors by other players are concerned. EXCEPTION: If a player changes the Social State of a certain area, that player (and only that player, unless another player caused that area's Social State to drop) must use the modified Social State for any other Endeavors against the area that turn.

EXAMPLE: At the beginning of a turn, Switzerland's Social State is +2. If player A orders an Endeavor against Switzerland, +2 is the Social State used. If player A causes the Social State of Switzerland to drop to +1 and then has another Endeavor against Switzerland, +1 is the Social State used Endeavor. If player B attacks Switzerland, player A's actions are ignored (i.e. B's first Endeavor against Switzerland would have Social State +2).
8. A player may send in more than 5 Endeavor orders, and indicate conditions under which some of them may be ignored. The GM executes the orders in the order given until 5 have been done.
9. Orders which cannot be fulfilled due to a lack of money are ignored. If less than 5 orders are valid, 5 Year cards are still turned up.

At least it beats A MIGHTY FORTRESS....
wait for SWORD & THE STARS

10. If any player takes action which might cause another player to call a Parley under 20.0, the GM will call for votes with the next round's moves. Parleys are adjudicated before the other phases. If a Parley depends upon a player's initiative (e.g. 20.41), other players will send in votes conditional to a Parley being called. The votes are not printed if no Parley takes place.
11. Treaties must be submitted to the GM. Either identical signed texts or a single text signed by all parties concerned will be accepted. The penalty for breaking a treaty is Excommunication only if the treaty specifies it and the aggrieved party calls for it. Other agreements between players must also be stated in Treaties.
12. If the conditions for a Crusade should exist, players should cast a vote under 23.0 for the next round. They should send in conditional votes for a Parley in case one takes place, as well as orders for phase 5.
13. After publishing adjudications of Endeavors and the Colonization record, the GM carries out and reports phases 1 through 5 of the next round. This sequence continues until the scenario ends, at which time a winner is determined as per 26.0.
14. The following things are required in orders: your name, the country (empire) you're playing, the round number, Parley votes (if any), Tax orders (if any), Endeavor orders, Crusade vote (if any), Phase 5 orders (if any), any treaties, whether or not a Defense Endeavor is wanted, and your signature.
14. SAMPLE SETS OF ORDERS

SAMPLE TAX ORDERS: Tax Bulgaria 1g if the Unrest has been put down there / Tax areas that speak North Italian / Tax every area with a positive Social State for whatever amount will not cause the Rebellion Value of that area to exceed 4 / If the Unrest in Bohemia has been put down, tax Bohemia 2g, otherwise Plunder Bohemia. (Note that only one tax order is usually used.)

SAMPLE ENDEAVOR ORDERS: 1. Rule Aragon, with additional 2g expenditure; 2. Rule Aragon unless Unrest was put down in Endeavor 1; 3. Use Aragon as a base to conquer Castille unless there is Unrest in it; 4. Establish Diplomatic Tie with Tuscany; 5. Establish Diplomatic Tie with Tuscany (if such a tie already exists, this will be ignored unless the order specifically states otherwise in order to get a "C" result); 6. Use Aragon as a base to conquer Castille with additional 5g expenditure; 7. Rule Castille with additional 2g expenditure; 8. If Unrest persists in Castille, rule there with additional 2g expenditure; 9. Use Verona as a base to conquer Venice, with additional 6g expenditure. (Note that if 1 succeeds, 2 is ignored; if 3 succeeds, 6 is ignored; if 1 and 2 fail, 3 and 6 are impossible and thus ignored; if 7 succeeds, 8 is ignored. Only the first 3 accepted Endeavors will be accepted and announced. Note that a Defense counts as an Endeavor, although any number of Defense Endeavors only count as one total.)

SAMPLE PARLEY ORDER (rule 10): If the Byzantine empire contests Poland's acquisition of Bulgaria by Dynastic Inheritance, support the Polish claim.

I wonder who's going to put out the first game based on MASADA?

LIFE OF MONTY HOUSE RULES FOR POSTAL KINGMAKER....Unless otherwise stated here, the Avalon Hill map and rules along with any clarifications in THE GENERAL, Volume 14, Number 2 and any other issues, past or future, will be used.

1. In the initial Crown card deal, each player will receive at least one noble. Each player must, after receiving his/her initial deal, send me a letter/postcard containing (a) the faction name (you can name your "faction" (i.e. your nobles) anything you want, but let's not all use "Red Banner"), (b) the distribution of titles/offices/bishoprics/towns/mercenaries/ships among the nobles, and (c) the nobles' starting locations. Don't forget to note which Crown cards go to Chancery.
2. After the initial deal, the GM will publish the names of the factions and a list, in alphabetical order, of the nobles in play along with their titles/offices/etc. Note that it will not say which nobles belong to which faction - you have to find that out the hard way. Also with the listing of the nobles will be the first round event phase.
3. Each turn goes as follows:
 - 1) **EVENT PHASE** - 1 event card per player is drawn. If any Free Move or Writ cards are drawn, they will be given out at random, but no player may receive more than one per phase. (The GM will put "Non-event to _____", putting the name of the player getting the card - but not which card - in the space.)
 - 2) **EVENT RESPONSE** - Each player who had one or more nobles called by a Raid & Revolt must state where each called noble is going and whether royal heirs in a called noble's control will go with the noble; the person controlling the sole king, if anyone, must determine which nobles will attend the embassy with the king if one is called (if more than one embassy is called, the player controlling the king has the choice of which to attend; if nobody controls the sole king, the choice is made at random); if a Parliament card is drawn and a Parliament is called, the person calling Parliament chooses where it is held.
 - 3) **PARLIAMENT** - IF a Parliament was called, the following occurs:
 - 3a) The person calling Parliament may play his Writs by stating which enemy nobles must attend Parliament. All players state which of their nobles will attend.
 - 3b) The person who called Parliament then lists which nobles he nominates for each title/office/bishopric in Chancery.
 - 3c) Each player then votes on the proposals.
 - 4) **MOVEMENT** - Each player moves any or all of his nobles (any number of nobles, from none to all, may be moved). Ships are also moved.
 - 5) **COMBAT** - Each noble's movement is divided into five "movement pulses". If nobles of two or more factions enter the same square in the same pulse, or attempt to "exchange squares" in the same pulse, then combat is possible, as are ambushes. Sieges occur after movement is completed. ALL road movement takes place in the first movement pulse of a turn (or the sixth pulse, if during a free move).. Ship combat is possible in the same way as land combat.

"SLEEPLESS KNIGHTS", a new 'zine by Dave Carter, 118 Horsham Avenue, Willowdale, Ontario M2N 1Z9, CANADA, which has 3- and 5-week deadline games of Diplomacy, and comes out every 5 weeks at a cost of \$3/10 issues with \$2 game fee, has nothing to do with the Kingmaker house rules.

6) CORONATION - Heirs may be crowned.

7) CROWN CARD DRAW - Each player receives a Crown card in secret. If there are not as many cards as players, they are distributed at random.

4. Normally, when "orders" are asked for, each player should send in his/her Event Response orders, each noble's battle status, and each noble's movement. (Note that battle status and movement also apply to ships.) "Battle Status" is a noble's or ship's willingness to fight. Each noble and ship must be listed as either "neutral" or "belligerent". Failure to designate means that nobles/ship is belligerent. If a "combat situation" occurs, but BOTH (all, if 3 or more) nobles are neutral, movement continues as if the nobles never met. If ANY noble or ship is belligerent, combat takes place. Note that neutral nobles MAY siege that turn, and that passengers on a ship must be given a battle status ONLY if they intend to disembark that turn.

EXAMPLE: Sample orders....

Event Response: Percy to Alnwick, Roos to Penzance with Le Rose and Le Margaret (supposing Percy was called along with the Admiral, who happened to be Roos)

Battle Status: Percy is NEUTRAL; Roos, Le Rose, and Le Margaret are BELLIGERENT.

Movement:

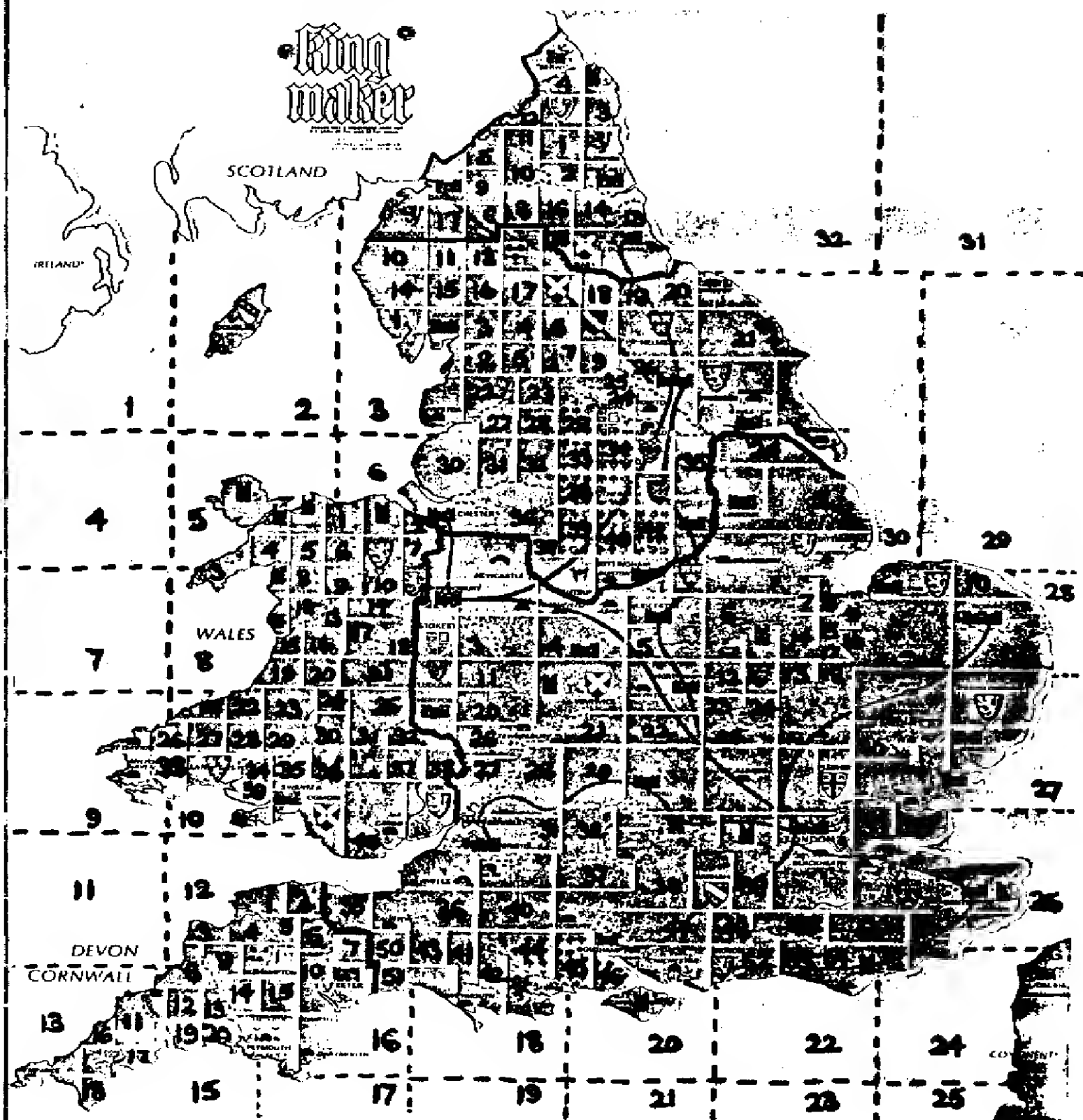
Percy (Alnwick)-Newcastle-N14-Raby-M18-Masham (c). Sieges Masham.
Le Rose (with Roos), Le Margaret (Penzance)-S13-S11-S9-S7-S4.

In the example, assume Le Rose was drawn along with the Admiral and that Le Christopher (the Admiral's second ship) was destroyed before the turn. Event Response may be skipped if you don't have any nobles that were called to a Raid & Revolt or a sole king called to an Embassy. If a noble or nobles intend to siege a castle, this should be listed along with movement. The use of (c) means that the noble ends his turn on the commons (i.e. outside of the castle in that square). Nobles may never enter castles until the final movement pulse; thus, (c) is only used at the end of a noble's order. If no (c) is given and the noble ends the movement at a controlled (friendly) castle, the noble is considered inside the castle (provided he doesn't exceed the capacity upon entering).

5. If a noble or ship moves less than 5 squares, the movement may be divided among the 5 pulses in any way. For example, a move from H3 to H20 may go (H3)-H11-H20-H20-H20, or (H3)-H3-H3-H11-H11-H20, or (H3)-H11-H11-H11-H11-H20, or another way.
6. When writing movement orders, use the map in THE GENERAL 14/2. Also, use N for Northumberland numbered areas, M for Midlands, W for Wales, H for Home counties, D for Devon, and S for Sea areas. Thus, N3 is between Bamburgh and Chillingham, M9 is south of Masham, H22 is north of Oxford, D7 is north of Exeter, W8 is east of Harlech, and S2 surrounds Douglas.
7. Each set of orders should contain: the date, the faction name, the game ID, the turn, your orders, any press, and your signature. If you NMR, you don't get a crown card next turn.

8. ADVANCED rules will be used EXCEPT that the result of a combat/siege (NOT ambush) is determined by the Event Deck. The Nobles Killed Table is used to determine casualties & Ambush. There is no "defensive bonus".

The map in THE GENERAL 14/2 is on the next page →



If you can't read the numbers, you should
get THE GENERAL 14/2

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